



This row is ruled and qualified by its own color and quality.







This row is both ruled and qualified by the row above.







Apollo and Diana being located above this row, no cards in this row are considered except the sphere of blue.







This row qualifies the row below.







This row as qualified rules the row below.







This row is ruled by the first row above.









This row is ruled and qualified by its own color and quality.

in this row are considered except the sphere of blue.

This row qualifies the row

This row as qualified rules

below.

the row below.



MUSIC.



3 THE INVENTOR.



8 OBSERVATION.







HOUSE OF

INDUSTRY.





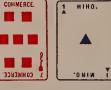
















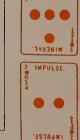






The three of 3 ATTRACTION. yellow being 5 IGHORANCE. good, makes the reading: Two of black ruled by good black. Although the five of black is evil ICHOBANCE. it is qualified to good by the INDOLENCE. three of yellow.

ATTRACTION.



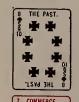
EXCESS.

. excess.

5 MIHERAL.

**EXAMPLES** 

The three of black being evil, qualifies the five of yellow to evil, and it reads: Two of yellow ruled by evil cards.

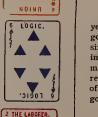


S INDOLENCE.



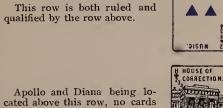


The eight in black being neutral, makes the seven of red neutral. and it reads: Two of blue ruled by neutral cards.



,83808AJ 3HT S

The four of yellow being good, and the six in blue being good, it makes the reading: Two of red ruled by good and blue.





IO INTELLIGENCE.

ID HATURAL LAW.



. 8 K 3 3 9

ATEMPLE OF

🔼 SCIENCE.

TEMPLE OF SCIENCE.

3 THE INVENTOR.



TEMPLE OF

TEMPLE OF LIFE.

UHIOH.

NOINE

B OBSERVATION



IGHORANCE.

S IGNORANCE.

DIANA



3 THE FINE ARTS.

3 THE FINE ARTS.

FINE ARTS.

HORSE OF

6 MANUFACTURE.

A TESHONESTO .



10 KHOWLEDGE.

AHIMAL.

TAMINA

5 MIHERAL.



INOUSTRY

HOUSE OF

PHYSICS.



8 PHYSICAL POWER.

THE BOOK OF

TYRIHAS

FOR INSTRUCTION









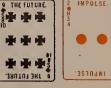






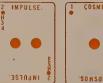






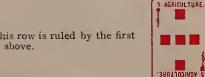








This row is ruled by the first row above.











.TEAS 3HT 8















# PAHLAVI

# Cartomancy or Card Reading

A New and Complete Method Adapted to the Pahlavi Cards



Published by the

PAHLAVI CARD CO., Grand Rapids, Michigan

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# INTRODUCTORY

The history of Cartomancy, or card-reading, dates back to a time so remote and obscure that it has no authentic beginning. So far as can be learned, all of the earlier forms of cards were used solely for such purpose, or for instruction.

They were introduced into European countries by wandering tribes of Gypsies, who are supposed to be lineal descendants of Egyptian races, and who were, and still are, noted as card readers. The cards originally used by them were what is known as Tarot Cards, having but little resemblance to the modern playing cards.

In India, Persia, China and other Oriental countries, traces are found of cards which at a very early date were used for divination and

instruction.\*

From the Tarot Cards, however, have been derived the modern playing cards. The number of cards in the pack have been reduced, and the symbols and methods of use have also been materially changed.

The Tarot Cards were primarily adapted and used for cartomancy, and only incidentally for games; whereas the modern cards are adapted and used mainly for games, and only incidentally for cartomancy; the use for instruction hav-

ing wholly disappeared.

J. C. Hotten in History of Playing Cards says: "To ourselves, cards serve as a mere pastime; but their Asiatic inventors had a far different object in view, aiming rather at a means of instruction and consolation than of amusement and recreation."

Cartomancy is still largely practiced, usually for amusement only, but very often there will be startling surprises due to accuracy of results. By what law this is accomplished, no one in our day has yet discovered. In departing from the earlier symbols and methods of the

<sup>\*</sup>See Facts and Speculations on the Origin and History of Playing Cards—W. A. Chatto, London, 1843; also History of Playing Cards, etc.— J. C. Hotten, London, 1865.

Orientals, who can say how much of knowledge and of ability to produce results has been lost to us? Obviously, enough remains to excite curiosity, and to make it appear worth while to investigate further. May not these ancients who treated the matter more seriously, have been in possession of knowledge concerning laws governing the apparently accidental combinations of symbols, and of methods of manipulation and reading that we know not of and superior to our own?

In the PAHLAVI system is provided devices and methods broader and more comprehensive than those in common use. In this system the cards have great diversity of meaning and embrace nearly every phase of life from the highest to the lowest, so that the reader will with practice be able to give a reading with as great accuracy and detail as is now possible in cartomancy. When more than one meaning is given the reader is free to choose that which is best adapted to the other features of the

reading.

\* We have given a sample reading, which if carefully studied will enable anyone to understand the method. While absolute correctness in all respects may not be attained, with a little practice one may make such readings (which are now quite popular) very interesting and entertaining, and their accuracy will very often be quite surprising, as well. As a rule one can do better for a comparative stranger rather than for an acquaintance of whose affairs the reader has knowledge.

Before attempting to learn to give readings, lay out the cards in the order given in inset and read them carefully according to the sample reading, as an illustration; also refer to the meanings of these cards as given from page

13 to 64.

<sup>\*</sup> See inset in front of Booklet.

# **DIRECTIONS**

# THE REPRESENTATIVE CARDS



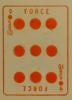
Represents the Inquirer, or a male companion of the Inquirer.



Represents the Inquirer, or a female companion of the Inquirer.



Represents the Home of the Inquirer.



Represents the Wish.



Represents the Future.



Represents the Past.

# THE COLORS

YELLOW cards relate mainly to favorable conditions of Nature, or Natural Forces.

BLUE cards relate mainly to mental conditions; the product of operations of the mind; or effects upon the mind.

RED cards relate mainly to business, wealth,

health, or power.

BLACK cards relate to the mysterious, or unknown, and to adverse conditions and evils which beset mankind.

# THE NORMAL QUALITY OF THE RESPECTIVE CARDS

All YELLOW, BLUE and RED cards are normally Good. If changed in meaning by NEU-TRAL, or EVIL BLACK cards, some of these will be made NEUTRAL, or EVIL, as hereafter explained.

# GOOD BLACK



The Ten of Black is always good, and is not changed by any other card or cards.

# NEUTRAL BLACK







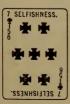


The Sphere, Temple, Nine and Eight of Black are normally NEUTRAL.

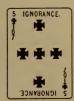
The Sphere and Temple only may be changed in meaning by GOOD or EVIL cards located above them.

# EVIL BLACK

















The House, Seven, Six, Five, Four, Three, Two and Unit of Black are normally EVIL, and each may be changed in meaning, or overcome by GOOD cards above or near them.

# CARDS OF FIXED QUALITY















The Yellow, Blue and Red Spheres, the Ten of Yellow, and the Eight, Nine and Ten of Black are not changed in quality or meaning by any other card or cards, but they are of such power that they change the meaning of all other cards located below them, or near them, as the case may be as hereafter explained.

# THE SPREAD

The cards are first thoroughly shuffled, placed face downward on the table and separated sufficiently so that the back of each card can be at least partially seen. This had better be done by the reader, it being only necessary that every card be in sight, and no one able to tell one card from another.

The Inquirer will now mentally "make a wish" and then proceed to pick up the cards one at a time as fancy or impulse may suggest, and place one upon the other, face downward, in a single pile. Do not hurry; follow any mental impression, or let the hand move freely, without any particular effort to direct it. This is the important part of the process and deter-

mines what the reading will be.

The Reader now takes the cards, and holding them face downward, begins with the top card and spreads them on the table face upward, one at a time, in a square of nine cards in each row, counting from right to left, and six rows counting from the top downward. The top card of the pile is laid first, and at the upper right hand corner of the spread. The next card is placed at its left, and so on until there are nine cards forming the top row. The tenth card is laid directly below the first, and the second row is now laid from right to left in like manner. and so on until all of the cards are laid on the table face up. They are now ready to be read. The reader must be informed whether the Inquirer is married or single, and if absent, the age and sex.

# THE READING

# The Inquirer

The reader will first note the cards surrounding the card which represents the Inquirer (Apollo, if a male; and Diana, if a female.) If the cards are of high power, or strong cards, the life will be strongly marked in whatever respect indicated by the color, quality and meaning of such cards; and if of lower power, the life will be more commonplace. Next read

the cards indicating the Past, and then the row in which the card representing the Inquirer is located, reading from right to left and including the card directly above the Inquirer as a part of the row.

# The Companion

In like manner read the row in which the card representing the companion is found (Apollo or Diana, as the case may be.) If both the Companion and the Inquirer are found in the same row it denotes a close relation and joint interest in every matter indicated by the cards of the row, and they read to both alike, except the card above each, which relates more particularly to that one alone. If Apollo or Diana is found in the top row it indicates a person of independence of character or circumstances, or both.

#### The Home

The row in which the Home is found is read together with the card above the Home. If the Home is in the row with either Apollo or Diana the card directly above the Home is the only one that is read as relating directly to the Home.

#### The Past

Is indicated by the cards at each side of and above the Nine of Black and their ruling and qualifying cards, unless the Nine of Black fall in the row with the Home, Inquirer or Companion, in which event only the cards above it are read as relating to the Past.

#### The Future

Is indicated in the same manner as the Past by the cards near the Eight of Black, and read in the same way.

#### The Wish

Is answered by the four cards next the four sides of the Nine of Yellow, and will be granted, delayed, realized in part, or denied, according to the significance of these four cards. All four cards have equal influence on the wish without regard to relative location, and are not ruled or qualified by other cards.

# THE SEPARATE CARDS

Each card has several meanings, depending on its location relative to the other cards. cards of fixed quality (the Yellow, Blue and Red Spheres, the Ten of Yellow and the Eight, Nine and Ten of Black) are not changed in meaning by the cards above them. All others may be In reading a more or less changed thereby. given card, the next card above it is called the RULER and acts according to its color to change or modify the meaning of the card being read, and may in turn be modified by the next card This second card above is called a above. QUALIFIER, and imparts its quality of Good. Neutral, or Evil to the RULER, and thus may overcome or change the effect of a RULER of

a different quality. (See Inset.)

If the QUALIFIER is a card of fixed quality. and of the same quality as the RULER, it will add strength to the RULER; but if the QUALI-FIER is a Neutral or Evil card, the RULER becomes Neutral or Evil. and thus loses more or less of the force due to its color or meaning. Of course the upper row of the spread has neither RULERS nor QUALIFIERS, and the cards in this row are read as if ruled and qualified by their own color and quality. The cards of the second row have RULERS which act on the cards below according to the color and without change of quality. By carefully studying the example, this will be fully understood. Anyone can read for himself, or herself, as well as for others. The following pages give the usual meanings of the several cards, as variously changed by position of RULER or QUALIFIER, or both.

# THE FOLLOWING RULES WILL BE OF USE IN READING

1. In reading a card of fixed quality (the Yellow, Blue and Red Spheres, the Ten of Yellow, and the Eight, Nine and Ten of Black) its meaning is not changed by the card or cards above

it, and its normal meaning, and its power over

near cards are only to be considered.

2. In reading a card that can be changed in meaning, first note the next two cards above it, taking the color term (Yellow, Blue, Red or Black) from the RULER (the next card above), and the quality term (Good, Neutral or Evil) from the QUALIFIER (the second card above.)

3. If only a RULER is above the card being read, the RULER retains its own quality and

color.

4. If a card is in the top row so that no card is above it, it is ruled and qualified by its own

color and quality.

5. If either Apollo or Diana is in position of a RULER or QUALIFIER, the remaining RULER or QUALIFIER serves for both. If both Diana and Apollo are over a card, then the card is not ruled or qualified and is read the same as if in the top row.

6. If a card of fixed quality is a RULER, then the card next above it has no qualifying effect.

7. If the Past (Nine of Black) or the Future (Eight of Black) are in the row with Apollo, Diana or the Home (House of Yellow) only the cards above it relate directly to it.

# VARIOUS MEANINGS OF THE SEVERAL CARDS



# **Apollo**

This card always represents the Inquirer if the reading is for a gentleman; or if the reading is for a lady it represents the husband if she is married, otherwise a lover or near male relative. The row in which this card is found together with the cards above it, are read to it. It has no influence on other cards.



# Diana

This card always represents the Inquirer, if the reading is for a lady; and if the reading is for a gentleman it represents the wife, if he is married, otherwise the sweetheart or near female relative. The row where this card is found, together with the cards above it, are read to it. If both Apollo and Diana are found in the same row the cards of the row relate to both alike and the cards above to each alone.



# SPHERE OF YELLOW

(Sphere of Life)

# Fixed and Good\*

Can not be qualified.

As a qualifier it strengthens good cards and qualifies those on all four sides.

#### Above

This is the best and strongest card of any. It found over the head of the Inquirer, or Companion, it indicates a bright future, showing a long life of happiness.

# Below

If it should fall below the Inquirer or companion, it would indicate a clearing away of past troubles, either of ill health, loss of love, money, or bad fortune generally.

## Side

If next the Inquirer, Companion or Home, on either side, it will overcome all bad influences. In the same line it means success in all that is good and right—justice will prevail—but it will never aid in anything false or dishonest. If next the wish on any side it will be granted.

<sup>\*</sup> Indicates the normal quality of the card.



# TEMPLE OF YELLOW

(Temple of Life)

# Good and Yellow†

When ruled by Yellow, this card ordinarily represents a single man, usually handsome—a good friend, bringing happiness to those around him—in some cases he may represent a lover or admirer.

## Good and Blue

When ruled by Blue, a musician, or one fond of music, in some form—or a popular man. A young man of good intellect.

## Good and Red

When ruled by Red, a physician, or nurse—or one who is tender and kindly to the unfortunate, even to animals—or someone who will assist you—usually a person of middle age.

# Good and Black

If ruled by good Black, a man who has a keen insight into human life and its secrets—sometimes a bearer of news—or a brother or male relative.

#### Neutral\*

When ruled by Neutral cards, it indicates a youth, or sometimes a small boy, or male infant.

## Evil\*

When ruled by Evil it usually denotes a widower—an old bachelor—or an old man.

<sup>†</sup> The First word indicates the quality of the Qualifier and the Second word the color of the Ruler.

<sup>\*</sup> Indicates the combined effect of the Ruler and Qualifier. Any color of Ruler, qualified by any evil card, is evil.



Good

# HOUSE OF YELLOW

(House of Life)

#### The Home

This represents the home of the Inquirer. If the Ten of Yellow is the first or second card above, it indicates a fortunate marriage—or a happy old age.

All of the cards in the same row are read, as relating to the Home, together with the two

cards above it.

If the Home is found in the same row with the Inquirer or Companion, then only the two cards above it relate directly to the Home, and the rest of the row reads to the Inquirer or Companion.

# TEN OF YELLOW

(Intelligence)

#### Fixed and Good

This card cannot be qualified.

This card in all cases shows gain by intelligence. It is also prophetic of happiness. It promises a most brilliant future—the best that the world can give, with love, health, and enough of wealth for contentment.



Fixed Good



# NINE OF YELLOW

(Force)

# The Wish\*

This card represents the wish.

#### Good and Yellow

When Yellow rules, it denotes favorable weather or good conditions—also escapes from accidents—or good from some source over which you have no control.

# Good and Blue

When Blue rules you are, or will be, master of conditions around you, for you have the power to attain the things you have a right to—overcoming of adverse conditions.

## Good and Red

If Red rules, gains made by prompt, vigorous action—taking advantage of circumstances—also may mean an ambitious person. This is a good card for the soldier, both on land and sea.

## Good and Black

When ruled by good Black, it shows the power to accomplish what you have desired—rely on yourself and you will win. The overcoming of evil with good.

#### Neutral

When ruled by Neutral cards, it means slow of action—or a person who will take his own time—delay of the wish through others.

#### Evil

When Evil cards rule, remember that will power applied to folly is madness. Be careful of what you do, and above all things control your temper—compelled to do something against your wishes—a disastrous ambition. Sometimes it indicates an accident or serious disaster.

<sup>\*</sup>See page 10 for reading of "The Wish."



# EIGHT OF YELLOW

(Matter)

## Good and Yellow

When Yellow rules, it denotes the enjoyment of the good things of the earth, with plenty enough for comfort.

## Good and Blue

If Blue rules, it denotes usually a matter of fact person—or something that will be settled in a satisfactory manner. Do not give up or get discouraged.

# Good and Red

If Red rules, the buying or selling of property, or the purchase of something new. When Yellow lays at the left, a gift that will please.

## Good and Black

When ruled by Good Black it denotes a satisfactory bargain—or good to come through difficulties—a friend in need.

#### Neutral

If Neutral cards rule, it bids you be cautious about buying, selling or trading, as it usually denotes a lack of money—do not get in debt on a new venture.

#### Evil

When Evil cards rule, it shows discontent—looking too much on the dark side of life—bau for the health—loss of something valuable to you.



# SEVEN OF YELLOW

(Animal)

## Good and Yellow

When ruled by Yellow, and over the head of the Inquirer, it promises love, health and contentment—or a great happiness—otherwise a happy home life—sometimes it indicates the birth of a child.

## Good and Blue

When ruled by Blue it often shows a person who has made, or will make their own way in the world—a rising from the common herd—also may indicate a naturalist, or one who is fond of pets.

## Good and Red

When ruled by Red it indicates a person who may earn a livelihood, either from the use of or products of animals—in some cases it represents a person of strong animal nature—one with strong likes and dislikes.

#### Good and Black

When good Black cards rule, there is pleasure in helping others—also denotes good conditions in the home life in the future—recovery of those who may be ill.

#### Neutral

When ruled by Neutral cards it indicates a person who has but little animal nature—a delicate person—sometimes one who dislikes animal food or care of animals—a weakly person.

# Evil

When Evil cards rule it, warns you to beware of the opposite sex—from them only can you expect misfortune.



Good

# SIX OF YELLOW

(Vegetable)

#### Good and Yellow

If Yellow rules it indicates a fruitful year—an abundance of the products of the soil—a good living. This is a fine card for all growers of produce.

## Good and Blue

If Blue rules, a trip into the country—an outing—a vacation—or a person who takes an interest in agriculture—a home in a country town.

#### Good and Red

If R&d rules, a business journey—often connected with the country—sometimes this card shows unexpected news—sales of country produce.

# Good and Black

When ruled by good Black cards it shows that something that has been delayed will soon come, or be finished—things will turn out better than they look—have courage.

#### Neutral

When Neutral cards rule, it shows that country life would be disappointing to you—it also gives a warning not to make important changes or any kind at the present time.

# Evil

When Evil cards rule it denotes poor crops or failures—poor outlook—low prices—small wages—a disappointment in something purchased.



# FIVE OF YELLOW

(Mineral)

## Good and Yellow

This, when ruled by Yellow, indicates that you will come in contact with wealthy people, either as an equal, or in their service—sometimes it indicates a gift of jewelry, or something made from metals.

# Good and Blue

When ruled by Blue, it shows speculations, sometimes in mines or mining stock—sometimes it denotes some new manufacturing where metals are used—but always something where a chance is taken.

#### Good and Red

When Red rules it indicates good results for all workers in metals, also machinists, or those running machines of any kind—also good for workers or dealers in mines—to all others it shows that the next year for them will be better than the last in money matters.

#### Good and Black

When Good Black cards rule it denotes that success comes after patient waiting—sometimes it indicates a person who will make his money a little at a time—a prudent, patient worker.

#### Neutral

When ruled by Neutral cards, it suggests that if the mechanic or machinist were to move or change, it would mean losses—to others it denotes no change either for good or bad.

#### Evil

When Evil cards rule, it indicates a person who is over-fond of money—or is loath to part with it—sometimes a miser—the loaning of money that you will lose if touched by evil cards on either side.



# FOUR OF YELLOW

(Union)

# Good and Yellow

When ruled by Yellow it indicates a prudent marriage, a good husband or wife—uniting of relatives or friends. It also shows, if the Three of Yellow should lay on either side, that you may marry more than once, but if the Three of Yellow should be ruled by an evil card, it warns you not to do so.

## Good and Blue

If Blue rules it denotes work in or for the churches, societies, clubs, lodges, schools, or for friends—sometimes parties of pleasure, or home gatherings.

# Good and Red

When Red rules it shows formation of business associations, company or partnership business—sometimes the marrying for wealth—it always denotes the joining together for gain.

#### Good and Black

When Good Black rules it means work for the poor—some kind of charity work—as a whole it shows satisfaction. It sometimes indicates the reunion of friends after long absence.

## Neutral

When Neutral cards rule it indicates that there will be no new unions of any kind for the time being, either of marriage, partnership or business.

#### Evil

When ruled by Evil cards it indicates dissolutions—parting of friends—separations by death if Unit of Black is next at either side—a failure to unite for any purpose—disappointments in politics—a quarrel.



# THREE OF YELLOW

(Attraction)

# Good and Yellow

When Yellow rules, this card shows a strong attraction—a love affair, or a great friendship—proposal of marriage—a new admirer or lover.

## Good and Blue

When Blue rules some new field of learning that is attractive—something that charms the mind—a new acquaintance who is pleasing—an invitation which you will accept.

#### Good and Red

If Red rules, something new in the way of business—a new opening to gain power and influence—something new that is a pleasure—money spent in visiting or travel.

## Good and Black

When ruled by Good Black cards, it indicates to the lover hope, even though the conditions have been adverse—to the unhappy in married life it shows a renewal of love and content—to the business person a satisfactory settlement of their affairs—to all, sunshine after the clouds.

#### Neutral

When ruled by Neutral cards it means that there will be no new attractions—a growing contentment with present conditions.

# Evil

If Evil cards rule, you will have attractions, either in love, friendship or business that win be disappointing—sometimes a rival.



# TWO OF YELLOW

(Impulse)

This card shows sudden changes.

#### Good and Yellow

When Yellow rules, an unexpected journey with husband or wife—if unmarried, with a friend—or an unexpected meeting of a friend.

# Good and Blue

If Blue rules, a sudden change of mind or feelings—something will be done in a hurry—a sudden proposal.

## Good and Red

If Red rules, unexpected change in regard to business or work—something bought in haste—sometimes a quick removal—a business journey suddenly taken.

## Good and Black

When Good Black cards rule it shows that you have friends, husband, wife or lover, who are faithful to you—no cause for jealousy, or if there has been, it will pass away.

#### Neutral

When ruled by Neutral cards, it indicates a broken engagement that was best for all—a final separation—mind at rest.

# Evil

When Evil cards rule, it warns you not to make any changes for a time at least—and in love don't act upon impulse—a changeable lover—one who may deceive you—be cautions.



# UNIT OF YELLOW

(Cosmos)

## Good and Yellow

When ruled by Yellow, it would denote the forming of new plans—or in some cases the birth of a child—something new.

#### Good and Blue

When ruled by Blue, it indicates an experiment of some kind—a new experience—a person who is original in ideas—you will accept an offer which is good.

# Good and Red

When ruled by Red, it shows working out of plans successfully—a fortunate circumstance.

#### Good and Black

When ruled by Good Black, it shows a person who is fond of travel—one who has no strong attachments to one place—long journeys.

#### Neutral

When ruled by Neutral cards, it denotes a person with little love of home—or a person who is contented with strangers—a new home or home surroundings.

## Evil

When ruled by Evil cards, it would indicate one who has no fixed purpose—an unsettled condition of mind—a person who is hard to win.



Fixed Good

# SPHERE OF BLUE (Sphere of Man)

## Fixed and Good

This card cannot be qualified.

# Above

When in line over the Inquirer or Companion, shows gain to come through knowledge, or the influence of wise friends—to the scholar or scientific person it shows great results from their labors in due time. To all it means more or less of fame.

#### Next Over

This card, when next above the Inquirer, or Companion, denotes that at some time in their lives they will be workers before the public—or some incident in their lives will bring them into public notice.

#### In Row

If it is in the row of the Inquirer or Companion it shows success that will bring your name before the public—you will receive compliments from friends or employers—esteem from others.

#### Next Below

If it should fall next underneath, it would indicate that honors or rewards would come late in life.

# As a Ruler

As a ruling card it shows a very strong, good influence, overcoming evil cards—when near the Inquirer or Companion, even if not in the row, shows them to be persons who will take an interest in public affairs, often in politics or religion.



Good

# TEMPLE OF BLUE

(Temple of Science)

## Blue on All Sides

If this card should have Blue on all four sides, it would denote a school or college, or a place where laws were enacted.

#### Good and Yellow

When Yellow rules, it denotes a lady of sunny disposition—one who would make a good helpmate, loving, charitable and kind.

# Good and Blue

When ruled by Blue, it denotes a lady usually light, of strong mind, good, but often critical.

# Good and Red

When ruled by Red, a lady who is a great worker—sometimes a money maker—shrewd and calculating, but honest.

#### Good and Black

When ruled by Good Black cards, denotes a widow—a maiden lady—an old lady—sometimes a mother.

#### Neutral

When ruled by Neutral cards, it indicates a young lady or girl—sometimes a female infant.

#### Evil

When Evil cards rule, it denotes a woman who, although she may assume friendship, can do you no good, and often when you are within her power she is heartless and without mercy—also may represent a quarrelsome woman.



# HOUSE OF BLUE

(House of the Fine Arts)

## Good and Yellow

When Yellow rules, it indicates a person who is fond of music, fine arts, or literature, or has a taste for all that is beautiful—a refined person—a gift of something artistic—sometimes a beautiful person.

## Good and Blue

When Blue rules, it shows a chance for advancement, if you apply yourself—good for artists.

#### Good and Red

When Red rules, it shows a bright person, who will gain in wealth and reputation from some of the fine arts—it may also indicate a beautiful home—or a better home.

#### Good and Black

When ruled by Good Black, denotes that the desire for the beautiful will be granted—success in working in either art or literature will come, although adverse conditions may delay it for a time—success is at hand.

## Neutral

When Neutral cards rule, it indicates a person of an ordinary character—one satisfied with their surroundings—a sensible, every-day person, neither handsome or plain—ordinary conditions.

#### Evil

When ruled by Evil cards, it denotes a longing for the beautiful that has not been satisfied—sometimes an inartistic person, or a very plain person—or disappointments in art—something spoiled or broken.



# TEN OF BLUE

(Knowledge)

#### Good and Yellow

When Yellow rules, you will attain your ambitions to a great degree—a natural student.

### Good and Blue

When Blue rules, it means success that comes from careful study and knowledge—good work, or that you have power to overcome bad conditions around you, if you make up your mind they must go.

#### Good and Red

If Red should rule, it shows a rapid gaining of power through knowledge that will bring sudden success.

#### Good and Black

When Good Black rules, it denotes knowledge gained through adverse conditions—success that comes through hard work—a self-made person.

# Neutral

If Neutral cards rule, knowledge of secrets or plans of others. If this card so ruled should lay by the Sphere of Black, it may mean a legacy.

#### Evil

When Evil cards rule, it shows knowledge of something that has or will bring you sorrow or regrets—a misplaced confidence—want of knowledge—wasted time.



# NINE OF BLUE

(Reason)

# Good and Yellow

When ruled by Yellow, it denotes a well balanced life—one who can look through the clouds of trouble to the sun light beyond—one not easily discouraged—also freedom from mental cares.

## Good and Blue

When ruled by Blue, this shows a person who has good judgment—a wise adviser—one who is fair in all dealings—sometimes representing a judge or jurist.

# Good and Red

When Red rules, this indicates a person of great calculation—cautious—one who should make a success in almost any line of work or business—not a speculator, but a judicious investor. It also may mean a good chance for investment.

#### Good and Black

When ruled by Good Black, it denotes one whose judgment greatly improves as he advances in years—one who is slow to come to conclusions, but they are usually correct—one who may have made mistakes in youth, but by use of his reasoning power is living uprightly.

#### Neutral

When ruled by Neutral cards, it indicates a person of poor judgment—one who is thoughtless or silly—poor success.

#### Evil

When ruled by Evil cards, it indicates the casting aside of reason for passion or impulse, and if continued will lead to crime or insanity—also warns the Inquirer not to be headstrong against the wishes of their friends or they will regret it.



# EIGHT OF BLUE

(Observation)

#### Good and Yellow

If Yellow rules, it indicates a person fond of travel, for the sake of the sights that come from it and the study of people—sometimes it simply denotes a desire for such travel—at other times it means a journey.

#### Good and Blue

If Blue rules, it indicates a close observer, one not easily deceived—a good reader of human nature—a close observer of nature and her laws—a strong influence.

## Good and Red

If Red rules, it denotes the making of a discovery or invention that will be of value—sometimes it means a new friend who will benefit you.

#### Good and Black

When ruled by Good Black it means that the person will have to pass through some experience that will make them stronger and better, although it may be bitter for the time being—an unselfish act that will bring a good reward—a forgiven injury or enemy.

#### Neutral

If Neutral cards rule, it denotes the discovery of a secret—or something that has been kept from you.

# Evil

When Evil cards rule, it shows troubles of or with friends—misunderstandings—a hidden sorrow—blasted hopes—regrets for the past.



# SEVEN OF BLUE

# $({\bf Mathematics})$

# Good and Yellow

When Yellow rules, it shows a person who is skillful at figures—a good calculator—correct information.

# Good and Blue

When Blue rules, it denotes a company of people gathered together, or a large number.

# Good and Red

When Red rules, it denotes sums of money, a large amount if good cards are near.

#### Good and Black

When ruled by Good Black, it denotes money within a short time.

## Neutral

When ruled by Neutral cards, it denotes a small amount of money.

#### Evil

When it is ruled by Evil Black, it means a bad calculation—a long time to wait—something desired, perhaps that will never come—a denial of the wish if touching it.

## Time Card

This is a time card when Blue lays underneath: When Yellow rules, it means days;

When Blue rules, it means weeks;

When Red rules, it means months; and

When Black rules, it means years.

The spots on the card to the left will indicate the number. If low cards, it will be soon; if high cards it will be longer. Thus if a Two should lay near days, you would read in a few days; if a Ten should lay next to months you would say in nearly a year; in years the spots will indicate the number of years.



# SIX OF BLUE

(Logic)

#### Good and Yellow

When ruled by Yellow, it shows peaceful conditions in the home or business—absence of strife—a peace-maker.

#### Good and Blue

If Blue rules, it represents a logical mind—a teacher, a scholar, or one who is fond of argument.

# Good and Red

If Red rules, it denotes a lawyer, or legal business, sometimes winning of a law suit—gaining your point through discretion.

# Good and Black

When Good Black rules, a settling of matters in dispute—a happy reconciliation to the married—or to lovers.

#### Neutral

If Neutral cards rule, it indicates a fault finder or a disagreeable person—or one who argues without logic.

# Evil

If Evil cards rule, it shows trouble that comes, or will come from disputes, disagreements, or law suits—a broken engagement or contract.



# FIVE OF BLUE

(Physics)

## Good and Yellow

When Yellow rules, it represents a person who gets his learning from nature rather than from books—an optimist—a pleasant companion.

## Good and Blue

When Blue rules, it shows a person of well balanced mind, who is fond of all kinds of learning—who is generally well informed—information that will benefit you.

# Good and Red

When Red rules, a genius—a jack-of-all-trades—one who can make money from his genius. One who uses his learning to gain wealth.

#### Good and Black

When Good Black rules, it indicates a person who has persevered—acquiring an education through difficulties—a self-educated person—one who will win, no matter what is placed in their way.

#### Neutral

When Neutral cards rule, a good education, but no application—a visionary person.

#### Evil

When Evil cards rule, it denotes poor plans, lack of learning or information—ignorance.



# FOUR OF BLUE

(Literature)

#### Good and Yellow

When ruled by Yellow, it indicates a pleasing letter—success to the writer of fiction, drama or humor.

#### Good and Blue

When ruled by Blue, shows a person fond of books—sometimes a writer, teacher or clergyman, or a lecturer.

## Good and Red

When ruled by Red, it may be a present of a book, or a gift of some kind—or money made from the sale of books or papers—success as a writer.

#### Good and Black

When ruled by Good Black, it denotes a letter or paper that will bring relief to the mind-news, after long delay, that is good—anxiety dispelled.

#### Neutral

When Neutral cards rule, it indicates a letter or message of a doubtful nature—unsettled condition of mind.

#### Evil

When ruled by Evil cards, it indicates bad news—lack of literature—no success as a writer—a failure to acquire an education.



# THREE OF BLUE

(The Fine Arts)

# Good and Yellow

When Yellow rules, it indicates a natural love for the artistic or beautiful in nature, art, the home, or in dress.

#### Good and Blue

When Blue rules, it often indicates one who has talent for art, either in painting, drawing or sculpture, architecture, designing, etc. Sometimes it represents simply ability for those lines of work, if one would take them up—a good card for artists or designers.

# Good and Red

If Red rules, it usually indicates success from artistic work—or the buying and arranging of artistic things—good taste.

# Good and Black

When ruled by Good Black, it indicates the possession of beautiful things, although they may come in later years—gaining through struggles—help through friends when you have shown your worth or ability.

#### Neutral

If Neutral cards rule, usually disappointment, either through lack of ability, or want of proper training—or no talent in the direction of art.

#### Evil

When Evil cards rule, it denotes a want of refinement, or a person without artistic taste—absence of artistic surroundings.



# TWO OF BLUE

(Music)

#### Good and Yellow

When Yellow rules, it indicates concerts, theatres, operas, parties and other gatherings where music is used—happiness for the passing hour.

#### Good and Blue

When Blue rules, it indicates talent for music in some form—or a great desire for it—or an invitation to some place where music will be used—harmony in the home.

# Good and Red

When Red rules, it means that success will come to you if you persevere—sometimes it indicates a new musical instrument will soon be yours—success to a singer or teacher of music.

#### Good and Black

When ruled by Good Black, an opportunity to hear good music for which you have longed—an unexpected invitation to a dancing party—a chance to use your knowledge of music to advantage—harmony restored.

#### Neutral

When Neutral cards rule, don't waste your time and money on music—you will make no use of it after a little while,

#### Evil

When ruled by Evil cards, indicates a lack of musical taste—a harsh person—lack of harmony—a funeral dirge or music if the Unit of Black is at either side.



# UNIT OF BLUE

(Mind)

#### Good and Yellow

When Yellow rules, it denotes a person with a bright, sunny disposition—or brightness, gladness, joy that is to come.

# Good and Blue

When ruled by Blue, a person who appreciates learning—a wise person—a good adviser—a person to trust.

# Good and Red

When ruled by Red, a person who will, or can, make money by their intellect rather than by manual labor—or good for money matters.

## Good and Black

When ruled by Good Black, a person who is coming into better conditions—a good future—a pleasant journey—the mind is gaining control of the body, or regaining of the mental powers.

#### Neutral

When ruled by Neutral cards, it denotes a person with an unsettled mind—two ways open at once—lack of self-reliance—or a negative person.

# Evil

When Evil cards rule, it denotes a person with low ideals—a near relative who considers only their own interests—a person to care for or associate with who will be a burden—loss of the intellectual powers, sometimes denoting insanity.



# SPHERE OF RED

(Sphere of Power)

# Fixed Good

Cannot be qualified, and qualifies on all four sides.

#### Over

This is a strong card when over the Inquirer or Companion, showing they should occupy a fine position in the world of wealth and power—if not at present then in the future.

#### Side

When near the right or left, it denotes that you will have the assistance of others to help you—sometimes inherited money.

#### Under

When it is underneath, it indicates that wealth will be delayed, and will come solely through care and prudence, not through speculation. This card when underneath is better for the politicians than the money makers—to the former it gives assured success.

# As a Ruler

As a Ruler it is a strong card, overcoming any Evil card that may touch it, and giving strength to the good ones.



# TEMPLE OF RED

(Temple of Power)

# Red on All Sides

This card, when touched on all four sides by Red, would denote a bank or money center.

## Good and Yellow

When Yellow rules, it represents a strong man, usually wealthy—sometimes married—a good friend and helper—honest and upright; very liberal.

# Good and Blue

When Blue rules, he is a financier and his advice is valuable—he is a man of good mind and large experience—sometimes an elderly man.

# Good and Red

When Red rules, he is a great money maker, usually a banker, merchant or manufacturer—at all times he is a man of ample means, but often difficult to deal with—money-making is his highest aim, unless strong, good cards are near.

#### Good and Black

When Good Black rules, it denotes a man who has had reverses, but will recover from them—an industrious man—poor but upright—sometimes it represents simply a father.

#### Neutral

If Neutral cards rule, he would be a man of poor judgment, a bad adviser—also a man for women to avoid under these conditions—an indolent man or a spendthrift, often good looking and attractive.

#### Evil

If Evil cards rule, have nothing to do with him, as he will bring positive harm to either sex—he is a bad, selfish man without principle—although often polished in manner—sometimes a man of wealth.



Good

# HOUSE OF RED

(House of Industry)

## Good and Yellow

If Yellow rules, this card shows that you will soon have a raise in your salary—or be promoted in some way—or have better conditions around you.

#### Good and Blue

If Blue rules, it shows that you will have plenty to do in whatever line of work you may be in—to the housewife it usually denotes the coming of guests or friends.

# Good and Red

If Red rules, this denotes a fine business—also a home, if near the House of Yellow—or good prospects in the future.

#### Good and Black

When ruled by Good Black, it indicates remodeling the home-better business-collections of money earned-end of dull times.

#### Neutral

When Neutral cards rule, it shows a dull season—if Yellow lays on either side this will not last long.

# Evil

When Evil cards rule, it denotes poor business or want of employment—need of something.



Good High Power

# TEN OF RED (Spiritual Power)

# Good High Power

This card overcomes all changeable Evil and Neutral cards on all four sides of it, and leads to uprightness and honesty.

# Good and Yellow

When Yellow rules, you have power to help others to advance—in moral life your influence can be for good and your greatest happiness will come from it.

## Good and Blue

When Blue rules, it denotes a very upright person, who will be of assistance to you—who can give good advice or comfort in time of need—sometimes a minister.

#### Good and Red

When Red rules, it is a card of encouragement to all.

#### Good and Black

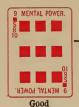
When Good Black rules, it shows higher conceptions of dife-self-improvement.

#### Neutral

When Neutral cards rule, it shows that even the lowest can rise above their present conditions.

#### Evil

When Evil cards rule it denotes regrets for the past and a desire to do better, to reform.



# NINE OF RED

(Mental Power)

# Good and Yellow

If Yellow rules, a gain of health through the use of the mental powers overcoming melancholy and nervous conditions—a return of happiness.

# At Each Side

If Yellow is at either side it indicates long life.

#### Good and Blue

If Blue rules, it shows a good mind—one who may be a leader or teacher—sometimes an orator—mentally strong—a wise friend.

## Good and Red

If Red rules, one who through the powers of the mind will be a successful business person success.

#### Good and Black

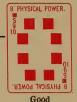
When ruled by Good Black, it shows that past mistakes will be made right-return of reason-control of the appetites-reformation.

#### Neutral

If Neutral cards rule, it indicates weak conditions—lack of concentration—too many plans—it warns you to drop some lest you fail.

#### Evil

When ruled by Evil cards, it shows a poor memory, and if this card should lie next to the Three of Black on either side, it would show danger of weakening of the mental powers, through smoking, drinking, eating or other excesses, and is a warning to stop before it is too late.



# EIGHT OF RED

(Physical Power)

# Good and Yellow

If Yellow rules, it indicates a strong, healthy person, or one who has a fondness for healthful exercises—also denotes good, healthy, intelligent children if near the marriage card (Four of Yellow.)

#### Good and Blue

When Blue rules, there is general good health for some time to come, of both seif and family—contentment.

# Good and Red

When Red rules, it shows if one is ill, that strength and power can be brought back by proper exercises of the body, baths and plenty of fresh air—or by consulting a good medical adviser—if you are well, great success in some line is yours.

#### Good and Black

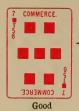
When ruled by Good Black, it shows recovery from illness of self or family, or more perfect health in the future—curing of a weakness.

## Neutral

When Neutral cards rule, be careful of your health, be temperate.

#### Evil

When Evil cards rule, it denotes the severe sickness of some near friend—a disappointment on account of poor health—warning to take care of your health before it is too late. When Evil card rule and the Four of Yellow lies at the left, it indicates, if the Inquirer be a widow or widower, that they will marry again—if a Red card should be over their heads, they will have more wealth.



# SEVEN OF RED

(Commerce)

## Good and Yellow

If Yellow rules, it denotes business that comes from trade and commerce, it being good or bad as near cards in the row indicate—this card is good for those who make short journeys, or stop often on the way.

#### Good and Blue

When Blue rules, it would indicate that some person will help or assist you to gain what you desire. This is a good card for sailors, or anyone crossing water—shows good voyages.

# Good and Red

When Red rules, it is good for trade and commerce—also good for travel by rail and for rail-road men—sometimes shows coming of friends or relatives.

#### Good and Black

When ruled by Good Black, shows the paying of an old debt—or collecting of some doubtful claim—relief in money matters.

#### Neutral

When Neutral cards rule, this card is unfavorable for journeys—it denotes losses or delays, and in some cases accidents—no happiness gained.

## Evil

When Evil cards rule, a sudden demand for money. If it is for a loan and Black cards lay near, refuse if possible as you may never receive it back again. It also indicates danger from drowning to the traveler on water.



# SIX OF RED

(Manufacture)

### Good and Yellow

When Yellow rules, it shows an interest in manufacturing of some kind, or that you would have success in that line of work—also may denote an industrious person.

## Good and Blue

When Blue rules, it shows no change, either in your work or home—everything is moving slowly, usually little to worry about—if you are in business, sales continue fair, but no rush—also shows no contention between capital and labor.

#### Good and Red

When Red rules, it shows plenty to do in a short time—if in business, sales are fine, with rush orders—in the home added comforts.

## Good and Black

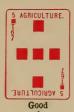
When ruled by Good Black, it indicates a clearing away of clouds—business will soon be what you desire it—profits better—better understanding with those who are associated with you.

#### Neutral

When Neutral cards rule, it predicts a dull season for one in business; to others no change.

#### Evil

When Evil cards rule, it means adverse conditions and losses. If this card is surrounded by Evil cards it often indicates danger from fires.



# FIVE OF RED

(Agriculture)

#### Good and Yellow

If Yellow rules, it indicates a fruitful or profitable farm—or an abundance of the good things of the earth—a year of profit.

#### Good and Blue

If Blue rules, it shows unexpected good news—profits through skill.

#### Good and Red

If Red rules, a trip into the country—an outing—a vacation—good card for the farmers, signifying good crops.

## Good and Black

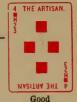
When Good Black rules, it tells you to take more fresh air—work in a garden if possible—also take a short vacation from your work—to the producer, better crops than was anticipated—or a rise in prices.

#### Neutral

When ruled by Neutral cards, it shows want of application, poor management.

## Evil

When Evil cards rule, it denotes a fruitless year, or a journey that brought more ill than good—no gains from an investment.



# FOUR OF RED

(The Artizan)

## Good and Yellow

When Yekow rules, it is a good card for workers in all kinds of fine work, giving them success—to others it indicates the good opinion of those around—an honor.

#### Good and Blue

If Blue rules, it denotes something new in your life—or some work that gives you pleasure—sometimes it denotes a person who can originate beautiful things—a good card for milliners, dressmakers and jewelers.

# Good and Red

When Red rules, it denotes that money can be made by fine work of some kind—a change in your work for the better—sometimes an honor in society—a recognition of merit—often a beautiful gift.

#### Good and Black

When Good Black rules, it tells you not to get discouraged, but persevere and your worth will be recognized. Your life and efforts will tell their own story.

#### Neutral

When ruled by Neutral cards, it denotes that you have had many obstacles placed in your way that have hampered you in the past; but now if you persevere, you will come out all right, unless you are planning something wrong or unlawful—then you will fail with disgrace.

#### Evil

When Evil cards rule, it usually shows disappointments or delays—sometimes failure to get recognition—poor workmanship brings losses.



# THREE OF RED

(The Inventor)

#### Good and Yellow

When ruled by Yellow, it denotes success to all new enterprises—if it is any new invention you can hope for success—a successful trip.

#### Good and Blue

If Blue rules, it indicates that you will help others in some way—sometimes to perfect an imperfect invention—it usually shows an ingenious person—a new invention.

#### Good and Red

When Red rules, it denotes that a person will gain through the ingenuity of others, rather than their own talent—a good card for the promoter—to others it will show an event involving the use of will, judgment and decision.

#### Good and Black

When ruled by Good Black, it shows a slowness about making some move—hesitation for fear of making a mistake—extreme caution—the way will soon be open—assistance from another person—your inventions will bring you profit after difficulties are overcome.

# Neutral

If Neutral cards rule, take no chances with strangers, no matter how fair they promise, for it would mean loss of money from speculations or inventions that have no merit—or a loss of your own—to all it gives warning not to trust strangers too far in any deal.

## Evil

If Evil cards rule, do not go in debt—a bad investment or time and money wasted on a worthless invention.



# TWO OF RED

(The Laborer)

#### Good and Yellow

When ruled by Yellow, plenty of work for you to do for some time to come.

### Good and Blue

If ruled by Blue, a proposal which you should accept if a good card is at the top—or an advancement on account of merit.

#### Good and Red

If ruled by Red, more profitable employment, or more money to spend—on the way to something better.

#### Good and Black

When ruled by good Black, it denotes something of good that comes unexpectedly—a small amount of money—a little raise in salary—a small gift from friend or lover.

#### Neutral

If ruled by Neutral cards, it warns you to be careful or you will lose your position, or be in adverse condition—do not gossip as there are those who carry news—something unpleasant.

#### Evil

If ruled by Evil cards, losses from some cause, or want of employment—suffering caused by others.



Good

# UNIT OF RED (Applied Science)

#### Good and Yellow

When Yellow rules, it indicates a letter—a dispatch. If Red lies at the left, it may mean business papers, as notes, deeds, wills, contracts, etc.

#### Good and Blue

When Blue rules, it indicates a proposal—an invitation.

## Good and Red

When Red rules, it would indicate wealth or money acquired by skillful means—or a person who makes good use of his knowledge—success in your undertakings.

## Good and Black

When Good Black rules, it denotes news or a letter that will bring comfort or relief--a gift of money—or a payment of money due on note or contract—a successful experiment.

#### Neutral

When Neutral cards rule, it denotes an event that will require the use of your best judgment—a choice that must be made.

# Evil

When Evil Black rules, a letter or dispatch that will cause you worry—or bad news in regard to some business, or someone away—sometimes a sudden call from home against your own wishes, or a recall from a journey.



# SPHERE OF BLACK

(Sphere of Mystery)

This card always indicates something of a hidden or mysterious nature—secrets. If it should fall over the head of the Inquirer or Companion it would indicate that at some time of life, either in the past or future, there was or would be a great secret or mystery connected with one or both of them.

#### Evil and Black

When Evil Black cards rule, it indicates something bad or unfortunate—a secret enemy.

# Evil and Yellow, Blue or Red

When ruled by a yellow, blue or red card, qualified by an evil card, it denotes the keeping of the secrets of others. If an Evil Black card lies on each side, it shows an indiscretion hidden from the world.

#### Neutral

When Neutral cards rule, it shows some mysterious or secret event over which they had no control, that has or will affect their life.

#### Good

When Good cards rule, it shows a happy surprise—a removal of a cloud—or a reunion.



# TEMPLE OF BLACK

(Temple of Mystery)

## Black on Four Sides

When this card is touched on all four sides by Black cards, it denotes a person who is very superstitious—who is ruled by fear rather than by reason—that the chains that were forged in this temple centuries before they were born still bind them more or less.

#### Evil and Black

When it is ruled by Evil Black cards, it represents a woman who should be avoided—she would be an undesirable friend—or a bad enemy—often a woman of poor character—sometimes vicious—do not choose her as a companion.

## Evil and Yellow, Blue or Red

When ruled by a Yellow, Blue or Red card, qualified by an Evil card, it denotes a woman who would work her way into your life or affections but at the least offense any secrets you may have confided to her keeping are public property—or she would leave you for a fresh conquest—a coquette.

#### Neutral

When Neutral cards rule, it often denotes an unfortunate woman—one lacking judgment—easily deceived—frail, but by nature kind hearted—help her but do not let her influence you.

#### Good

When Good cards rule, she is simply a woman, usually unmarried—sometimes a widow—often denotes a sister.



# HOUSE OF BLACK

(House of Correction)

# Evil and Black on Four Sides

If this cards is touched on all sides by Evil Black cards, it means a prison or jail.

#### Evil and Neutral on Four Sides

If it is touched on all four sides by Black of both Evil and Neutral import, it would indicate an insane asylum.

## Evil and Mixed Colors on Four Sides

If it is touched on all four sides by Evil cards of Black and cards of other colors, which are qualified by Evil cards, it shows a hospital or room for the confinement of the sick.

#### Evil and Black

If it is ruled by an Evil Black card, it cautions you against dishonest or immoral companions of either sex—if their company is persisted in it will lead you into crime and perhaps to prison—avoid any appearance of evil.

## Evil and Yellow, Blue or Red

If it is ruled by a Yellow, Blue or Red card, qualified by an Evil card, it shows that you may be greatly tempted, and bids you beware of good appearances, which are deceitful, lest you fall.

#### Neutral

If ruled by a Neutral card, it tells you to be more positive—learn to say "No."

#### Good

If this card is ruled by a Good card, you may be in danger, but will escape all harm—or will rise out of difficulties.



# TEN OF BLACK

(Natural Law)

This card cannot be ruled or qualified.

This is the best and strongest card in Black, and its influence is always good. It represents the great overruling power that directs all nature and our destinies in many ways, unknown and mysterious to us—it cannot be ruled or qualified, therefore it represents an absolute unknown good, always ruling. It converts all Evil Black cards next below it to Good Black.



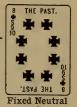
# NINE OF BLACK

(The Future)

This card cannot be ruled or qualified.

This card is used to show the future—it is also always neutral and as a qualifying card converts any qualifiable card next below it to neutral.

The future is indicated by the cards at each side of and above this card, together with their rulers and qualifiers.



# EIGHT OF BLACK

(The Past)

This card cannot be ruled or qualified.

This card is used to show the past-it is also always neutral, and as a qualifying card converts all qualifiable cards next below it to neutral.

The past is indicated by the cards at each side of and above this card, together with their rulers and qualifiers.

# SEVEN OF BLACK

(Selfishness)

This Evil card as a qualifier converts all qualifiable cards to evil.

#### Evil and Black

If ruled by Evil Black cards, great anxiety and unhappiness, caused by the selfishness of others, either in the home, business or social life, is indicated.

# Evil and Yellow, Blue or Red

When ruled by Yellow, Blue or Red, qualified by an Evil card, it denotes a tendency to live selfishly-to gratify the inclinations at the expense of others.

#### Neutral

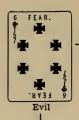
When ruled by Neutral cards, it denotes a thoughtless, careless selfishness-neglect.

#### Good

When ruled by a good card, it gives promise of comfort-the clearing away of difficultiesespecially bringing happiness to women.



Evil



# SIX OF BLACK

(Fear)

An Evil card; as a qualifier converts all qualifiable cards next below it to Evil.

# Evil and Black

When Evil Black cards rule, this card shows misfortune to your friends or yourself.

# Evil and Yellow, Blue or Red

When ruled by Yellow, Blue or Red, qualified by an Evil card, it shows loss through hesitation, or worry and fears—sometimes loss of love through fretting.

#### Neutral

If Neutral cards rule, it shows a loss of friendship.

#### Good

If a good card rules, unhappiness that has been caused by fear and worry will soon pass away—a greater self-reliance.



# FIVE OF BLACK

(Ignorance)

This is an evil card and as a qualifier converts all qualifiable cards next below it to Evil.

#### **Evil and Black**

When ruled by an Evil Black card, it shows losses from want of knowledge—an advantage taken of you—lack of news.

# Evil and Yellow, Blue or Red

When ruled by Yellow, Blue or Red, qualified by an Evil card, it denotes a lack of discretion—a poor choice—a bad plan—sometimes indicates an uneducated person.

#### Neutral

When ruled by Neutral cards, it shows that something is being kept from you that in time will bring a surprise.

## Good

When good cards rule, it denotes a rising above your present condition—good news.



# FOUR OF BLACK

(Dishonesty)

This is an Evil card and as a qualifier converts all qualifiable cards next below it to Evil.

#### Evil Black on Four Sides

If this card is surrounded on four sides by Evil Black cards, it tells you to do nothing to violate the laws of the land, for you could not escape punishment.

#### Evil and Black

If an Evil Black card rules, someone will try to cheat you or to take an undue advantage of you.

## Evil and Yellow, Blue or Red

If ruled by Yellow, Blue or Red, qualified by an Evil card, look out and do not get entangled with anyone in a way that would bring you to grief. They may do it by working on your sympathy or vanity.

#### Neutral

When a Neutral card rules, it denotes a tendency to little falsehoods, exaggerations, gossip—you are the sufferer, if it lays over your head—also misunderstandings.

#### Good

If good cards rule, you will not be duped, although efforts may be made to do so—also represents an honest person.



# THREE OF BLACK

(Excess)

This is an Evil card and as a qualifier converts all qualifiable cards next below it to Evil.

This card warns against excesses of all kinds.

## Evil and Black

If Evil Black rules, it shows an evil liable to come through wild speculations and gambling.

# Evil and Yellow, Blue or Red

If ruled by Yellow, Blue or Red, qualified by an Evil card, it shows bad results from over-eating, smoking or drinking. If Red should lay to the left of a card so ruled, it warns you also to be cautious in regard to the opposite sex—do not listen to fair words that may blight your life.

#### Neutral

If a Neutral card should rule, it warns you about thoughtless spending of your money—be careful or you will soon be in need, and may end your days an object of charity.

#### Good

If Good cards rule, it shows a temperate person, discreet in all things—one who can overcome evil.



# TWO OF BLACK

.(Indolence)

This is an Evil card and as a qualifier converts all qualifiable cards next below it to Evil. This card shows a want of energy.

# Evil and Black on Four Sides

When Evil Black cards touch on all sides it will lead to poverty.

## Evil and Black

When ruled by Evil Black it shows that you will be affected by the indolence of others—things move too slow.

# Evil and Yellow, Blue or Red

When ruled by Yellow, Blue or Red, qualified by an Evil card, it shows a person who is fond of beginning new work, but who wishes to keep changing—never thorough in anything—also denotes unfinished, incomplete work.

## Neutral

When ruled by Neutral cards, it shows lack of energy from want of health, or strength—a sickness.

#### Good

When Good cards rule, it shows that there may be slight delays, but soon everything will be working in a satisfactory manner—good in the end.



# UNIT OF BLACK

(Chaos)

This is an Evil card, and as a qualifier converts all qualifiable cards next below it to Evil.

# Evll and Black on Four Sides

This card, if touched on all sides by Evil Black cards, indicates a separation or desolate condition—a sorrow that is distracting to the mind—sometimes indicates a divorce.

# Evil and Black

When it is ruled by an Evil Black card, it shows broken engagements—defeated plans—dissolution of a partnership.

## Four Sides Evil, Black and Other Colors

If it is touched on all sides partly by Evil Black cards and partly by cards of other colors that are qualified by Evil cards, it indicates separation of friends, e'ther by death or long distances.

#### Neutral

When ruled by Neutral cards, it denotes an abandoned pleasure—breaking of home ties—a pleasure that is past.

#### Good

When ruled by good cards, it shows disappointments that were for the best for all concerned, although distressing for the time being.

# SAMPLE READING OF ACCOMPANYING SPREAD

(See Inset in front of booklet for illustration)

This reading is for a single man about 27 years of age.

We first note the cards that lay touching and near him. They do not indicate a person who would have a remarkable career, but as the Sphere of Yellow is in his line, he should be successful in whatever he undertakes; the more so that he has neither a ruler or qualifying card above him, thus denoting him to be of an inde-

pendent nature.

His Past (Eight of Black) we find in the fifth row from the top and sixth card in the row. In reading the Past, we read first the card touching it above, the Five of Black (Evil) ruled by the Sphere of Blue, which latter being a fixed good eard, both rules and qualifies, and indicates that his former conditions were not nearly so good as at the present time. The next card is the one at the right of the Past. This is the House of Blue, ruled by the Three of Blue, qualified by the Six of Red (Good), which indicates that he has made steady advancements from the first, and that he has studied Art in some of its forms. The card touching the Past on the left is the Four of Yellow. It is ruled by the Temple of Yellow, qualified by the Nine of Red (Good), which would indicate that he being a single man had been separated from friends, but is again with them; and also predicts for the Future a prudent marriage.

We now begin at the top row, which is read to the Inquirer (Apollo) and would indicate the near past, the present and the near future. This row being at the top of the spread has neither rulers or qualifiers. Each card is therefore read as if ruled and qualified by its own color and

quality.

The first card (the Unit of Red) is thus read as though qualified and ruled by itself (Good Red), showing that he has made good use of

his knowledge, is acquiring wealth by skillful means, and success follows his undertakings.

The Three of Yellow (Good Yellow) indicates that he has been strongly attracted toward a lady to whom he has made love, and as the Sphere of Yellow lays at the left, would predict that his proposal had been accepted and that

the engagement would end happily.

The Sphere of Yellow also casts its influence on the next card in the row, which is the Temple of Red. This represents a man who would be a great money maker, usually a banker, merchant, or some manufacturer. He is often difficult to deal with, but as he is influenced by the Sphere of Yellow, he will be of great assistance to the inquirer and enable him to make a good living, as is shown by the next card, the Six of Yellow.

The next card, the Nine of Yellow (Good Yellow) denotes that he will have generally good conditions around him and be free from accidents. That he will be what is called a "fortunate man."

This card also represents his wish and as it falls in his line, we will now read it. We note the cards around it and find that it touches the card Diana (his companion or sweetheart.) This would indicate that the wish concerned her, but we also find at the left an Evil Black card which denotes delays. However, as there is no card overhead and a good one touches at the right, we would predict that he would get his wish, but not as soon as he desired.

The next card is the Two of Black (Evil), which shows that he will be affected in some way because of the delays of others. Things move too slowly to suit him. Perhaps the arrangements for his coming marriage is the delay of the wish, it being connected with the Diana (the companion) indicates it.

The next card is Apollo (the Inquirer) and as there are no cards above, it shows him to be of

an independent nature.

The next and last card is the Four of Blue (Good Blue). This would give his occupation, which is probably a teacher of Art in some of

its forms, as it is indicated in the Past. He is also very fond of literature and a great reader.

We now note his Future. The cards indicating it are near the Nine of Black, which card is found in the bottom row, and is the fifth card from the right. As this card falls in the same row as the Home (the House of Yellow) we conclude that it is more nearly connected with the Home, than with himself alone. We, therefore, wait until the Home is read to find out its meaning.

The line containing Diana (the Companion) is next read. She is found in the second row from the top. This row has ruling cards, but no qualifying ones. Beginning at the right hand, the first card in the row is the Seven of Black ruled by the Unit of Red (Good Red). This gives promise of comfort and clearing away of difficulties and especially brings happiness to this lady.

The next card is the Temple of Black ruled by the Three of Yellow (Good Yellow), which in this case indicates that she is a widow, or a ladywho has experienced a great deal of trouble in the past.

The next card is the House of Red, ruled by the Sphere of Yellow, which latter is a strong card, clearing away sorrows and difficulties. This indicates that in the near future she will have better conditions about her, which will bring encouragement to herself and friends. This is shown by the Ten of Red ruled by the Red Temple (Good Red.)

The next card is the Four of Black ruled by the Six of Yellow (Good Yellow.) This indicates that the lady is upright and honest, and that whatever troubles have come to her have been the fault of others.

We now come to the card Diana (representing the lady herself.) The Nine of Yellow directly above her is read as being in the row. As this must qualify and rule itself, it gives her the same good conditions in the Future that will come to Apollo (the companion.) In addition we find that beneath the lady (Diana) is the

Sphere of Blue, a strong fixed good card, which in this position would indicate that honors or

rewards will come to her late in life.

The next card is the Eight of Blue, qualified and ruled by the Two of Black (Evil), which denotes that there will be some trouble with her friends or relatives, caused by misunderstandings. Also that in the Past there has been some hidden sorrow caused by blasted hopes, that will still affect her in some way.

The next card is the Three of Red, which rules and qualifies itself, as Apollo is in the row above. This makes it ruled by Good Red, indicating that out of these misunderstandings would arise an event that would require the use

of judgment, will and decision.

But as the next card is the Two of Blue ruled by the Four of Blue (Good Blue), it shows that while there is some outside trouble, there will be harmony in her own home; also that this lady may be and probably is a musician.

We now pass to the row in which the Home (The House of Yellow) is located. This is in the last or bottom row. This row has both qualifying and ruling cards, and we will thus have the

three rows to take note of.

The first right hand card is the Seven of Blue ruled by the Sphere of Red, which latter being one of the strong fixed cards, cannot be qualified by the Evil Three of Black above it. This indicates that a large amount of money will come to the household of the Inquirer eventually through a satisfactory settlement of affairs.

This settlement is shown by the next card, the eight of Yellow, ruled by the six of Blue, qualified by the nine of Blue (Good); so they

are advised not to get discouraged.

The next card is the Unit of Yellow, ruled by the Unit of Black, qualified by the Eight of Red (Good.) The Good Red above by its influence will make this Evil Black Unit into a Good Black as a ruler, so we read that this couple will have but little attachment for their home, because of the long journeys they will be fond of taking.

The next card, the Two of Yellow, ruled by the Seven of Yellow, qualified by the Ten of Blue

(Good) indicates an unexpected journey taken together, perhaps the wedding trip as man and wife in the future.

The next card represents the Future and being in the line of the Home, only the cards above read to the Future, which are the House of Blue, ruled by the Three of Blue, qualified by the Six of Red (Good.) This would indicate that there would be chances of advancement in the Future as in the Past, especially if interested in any kind of literary or art work. Perhaps a trip abroad.

We find next the House of Yellow (which represents the Home.) It has over it a neutral card (the Past.) This taken together with the previous cards read from, would indicate that they would not have, for some time at least, any home of their own.

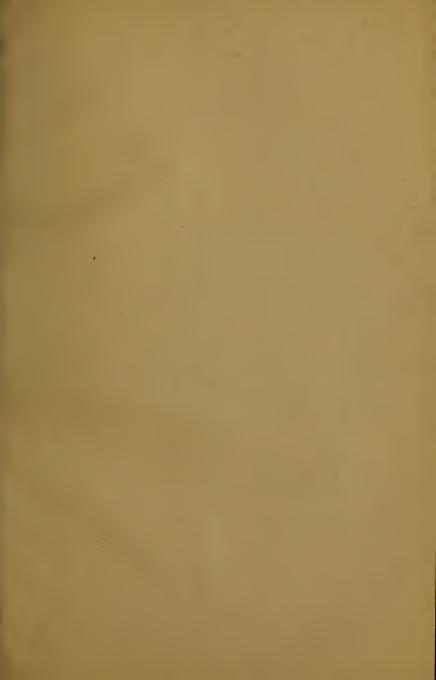
In the next card the Four of Red, ruled by the Four of Yellow, qualified by the Temple of Yellow (Good), we find that they are given success, and also have the good opinion of those around them and later honors.

around them and later, honors.

The next card is the Two of Red, ruled by the Temple of Blue, qualified by the Evil Six of Black, which makes the ruler into an Evil card, showing that after a while there comes to them losses, and that for some cause they are obliged

to lay aside their work for a time.

The next and last card to be read is the Five of Red, ruled by the Ten of Black, which being one of the cards of fixed quality for good, cannot be qualified by the Ten of Yellow. Thus we find that at the end, because of this over-ruling good, they will be preserved through afflictions, and that through the effects of a vacation, bringing change and fresh air, recover from probable ill health, and enjoy a happy life in years to come.





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